

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses; 1/2 Level; Reopening)</b>	
Aggressive 1-level; Sound 2-level.	
<b>Responses:</b> New suit = NF (1-level may be 4th).	
New suit JUMP = FG.	
Jump RAISE = PRE.	
2NT = Raise	
<b>4th Live:</b> CUE = NAT; INT = Other suits (54+).	
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	
2nd POS = 15 <sup>+</sup> -18 HCP.	
ReOpen: 1NT = 11-14(15) HCP.	
<b>Responses:</b> CUE = Like Stayman; Jumps = Invitative;	
<b>4th Live</b> = Other suits (54+).	
Unusual NT = Two-suiter.	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
<b>1-Suit:</b> WEAK.	
<b>2-Suit:</b> 2NT (over M) = ♣+♦ (55+) weak or very strong.	
2NT (over m) = Om+M (55+) weak or very strong.	
<b>Reopen:</b> 6+ good suit 11-13 pts.; 2NT = Bal 18-20 HCP.	
<b>DIRECT and JUMP CUE-BIDS (Style; Responses; Reopening)</b>	
1♠-2♣ = NAT with ♣.	
1♦-2♦ or 1♠-2♦ = ♥+♠ (54+); then 2NT = ASK (strg/long).	
1M-2M = OM+m (45+); then 2NT = ASK minor.	
Jump CUE = FG (3NT interest).	
<b>VS. NT (VS. Strong (15+))</b>	
2♣ = ♣ and a major.	
2♦ = ♦ and a major	
2♥ = both majors	
DBL = One suit.	
2♠ = Spades weaker.	
<b>Reopening:</b> The same	
<b>VS. PREEMPTIVES (Doubles; Cue-bis; Jumps, NT bids)</b>	
LEB after (WK2x)-DBL-(P).	
DBL = Takeout thru 4♥; 3NT = to play.	
2NT after WK2x = NAT 16-19 HCP.	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	
Aggressive	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
New suit 1-level = F1 at least 4 good cards.	
New suit 2-level = NF (8-11).	
New suit single Jump: 2-level = PRE; 3-level = Support.	
2NT = Raise; 3 Support = PRE.	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3th/5th	3th/5th	
NT	2th/4th	3th/5th	
Subseq.	Attitude (2th/4th)		
Other: Rusinow (Spanish adaptation).			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+(even)	AK+(even)	
King	AK+(odd); KQ	AK+(odd); KQ	
Quenn	KQx(+); QJ	KQx(+); QJ	
Jack	QJx(+); J10	QJx(+); J10	
10	J10x(+); 109	J10x(+); 109	
9	109x(+); 9x	109x(+); 9x	
Hi-x	Sx; HxS; HxSx	Sx; HSx; xSx; xSxx+	
Lo-x	xxS; HxS; HxxxS;xxxxS	HxxS+; xxxS+; (HxS)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1	Hi=ENCRG	Hi/Lo=E
	2	Hi=2 cards	(S/P)
	3	(S/P)	
NT	1	Hi=ENCRG	Hi/Lo=E
	2		S/P
	3		
Signals (including Trumps): Trumps: Hi/Lo = Ruff interest (or suit preference).			
LAVINTHAL vs NT, SMITH signal vs NT.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening values; CUE-BID=F until a suit is bid twice.			
(1X) - DBL - (1Y) - DBL = Penalty.			
(1X) - DBL - (SUPP) - DBL = RESP DBL.			
Competitive DBL in support biddings ... (NOTE 5).			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
NEG DBL THRU 4♠.			
NEG DBL: unlimited w/o 5-card suit.			
RESP DBL THRU 4♠.			
COMP DBL			
1NT-(Overcall)-DBL = RESP DBL.			
1♣ - (1♦) - 1M = At least 4th good.			
1X - (1Y) - 1♠ = At least 4th good.			

		<b>WBF</b> Convention Card					
CATEGORY: <b>NATURAL</b>							
NCBO: <u>SPAIN</u>				EVENT: <u>E.B.L.</u>			
PLAYERS: Carmen Cafranga -José Ignacio Torres							
SYSTEM SUMMARY							
GENERAL APPROACH AND STYLE							
NATURAL, Five Cards Major.							
1 ♣ = 2+							
1 ♦ = 4+							
1NT Opening: NAT 11 <sup>+</sup> -14 HCP.							
2 OVER 1 Response: F2NT.							
SPECIAL BIDS THAT MAY REQUIRE DEFENCE							
2 ♣ = Forcing game.							
2 ♦ = Weak in ♥ or strong any except ♥.							
2 ♥ = Strong ♥							
2 ♠ = Weak ♠ (5+).							
Gambling 3NT. No Ace, King or void outside.							
Responses:							
2NT over minor = BAL 15-18 HCP.							
2NT over major = Raise.							
Competitive:							
Over 1NT Doubled = ART defense (Swedish Defense)							
Modified Lebensohl.							
Competitive 2NT in jump = Limit raise.							
Takeout double.							
SPECIAL FORCING PASS SEQUENCES							
1NT - (DBL) - PAS = RDB obliged							
1NT - (DBL) - RDB = 2 ♣ obliged							
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE							
In 3th: Opening may be weak (8+ HCP).							
Over 1NT overcall: 2 ♣ = ART. two-suiters							
<b>PSYCHICS:</b> Rare.							

OPENING	TICK IF ARTIFICIAL	MIN. N° OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	4♠	- NAT 11-22 HCP. - BAL 15 <sup>+</sup> -20 HCP.	1♦ = 3+; 1NT = 6-10 HCP; 2♣ = F till 3♣; 3♣ = 8-10 HCP; New suit jump = strong; 2NT = ♣ PRE or BAL 13-15 HCP.	1♣-1X-1NT = 15-17 HCP. 1♣-1M-2♣-2♦ = 3th suit forcing ART. 4th suit forcing ART.	2NT = BAL 11-12 HCP. 2♣ = NF.
1♦		4	4♠	- NAT 11-21 HCP. - BAL with 5♦ 15 <sup>+</sup> -19 HCP. (May be weak in 3th)	1NT = 6-10 HCP; New suit jump = strong; 2NT = ♦ PRE or BAL 13-15 HCP.	1♦-1X-1NT = 15 <sup>+</sup> -18 <sup>+</sup> HCP, then 2♣ = relay. 1♦-1♠-2♦-2♥ = 3th suit forcing, NAT tendency. 4th suit forcing ART (in any opening).	2NT = BAL 11-12 HCP.
1♥/1♠		5	4♠	- NAT 11-21 HCP. (May be 4 cards in 3th) (May be weak in 3th)	2NT = Support F1; Jump Raise = Weak Splinters	1M-2NT: 3♣ = inquiry; Other suit = asking in the suit. 1M-2M: 2NT F Ask; Other suit = trial-bid.	1NT = 6-10 HCP. 2NT = support not FG. Jumps = fit (1♥-2♠ also).
1NT		-	2♠	- NAT 11 <sup>+</sup> -14 HCP	2♣ = positive relay 2♦ = relay to 2♥ maybe any suit (Weak or Inv) 2♥/2♠/3♣/3♦ = NAT forcing; 3♥/3♠ = ♣+♦ and singleton in the bid suit.	1NT-2M = step responses (support ans strength).	
2♣	✓	-	-	- Forcing game.	2♦/2NT = No Aces, Neg. o Pos. Other = Aces	2♣-2♦-2NT = BAL 25... HCP (resp. like 2NT open.).	
2♦	✓	-	-	- Strong any suit except ♥. - BAL 22 <sup>+</sup> -24 HCP. - NAT Weak 6-11 HCP.	2♥ = NEU; Other = NAT positive good suit.	2♦-2♥-2NT = BAL 22 <sup>+</sup> -24 <sup>+</sup> HCP (resp. like 2NT).	
2♥	✓	5	-	- Strong in ♥ (NF).	Natural		
2♠		5	-	- NAT Weak 6-11 HCP. (In 3th. may be weaker)	2NT = ask feature if not Min; 3♠ = PRE; New suit = F1.	2♠-2NT: 3♠ = Min; 3NT = AKQ; Other = not minimum and lateral values.	New suit = NF
2NT		-	-	- NAT 20 <sup>+</sup> -22 <sup>+</sup> HCP.	3♣ = Baron; 3♦/3♥ = transfer; 3♠ = 5♠+4♥, or weak with a long minor suit; in 4♣/4♦ = NAT FG (slam try); 4NT = Cuant.	2NT-4♣/4♦: 4NT = not support (not slam interest). 2NT-3♦/3♥: Immediate bid = not support.	New suit = support
3X		6	-	- PRE, loose.	New Suit = NAT forcing (may be psychics).		
3NT	✓	-	-	- Gambling, little outside.	4♦ = ASK a singleton; 4NT = ASK length.	HIGH LEVEL BIDDING	
4X		6	-	- PRE.		CUE=1st + 2nd round equally, is possible to skip a CUE (asking CUE format). Splinter and MiniSplinter.	
4NT	✓	-	-	- Aces asking (Blackwood).		Blackwood 4 Aces; DOPI, ROPI. Josephine, Lightner. PASS then pull is Slam try. Asking in some especial bids.	